

# WIP: The Optimization of Alcoholism under a Hypothetical Bartering System

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## 1 Introduction to the hypothetical bartering system

You have \$10, and a beer is 2\$. Very quickly you can see that if you spend all 10\$, you will get 5 beers. Once you've drunken the 5 beers, you are left with 5 beer bottles and 5 caps. The store owner strikes you a deal. If you give him two empty bottles or four bottle caps, he'll give you a new bottle of beer. He is also kind enough to let you drink before you pay, but you are not allowed to be in bottle or cap-debt. How many drinks you can get?

## 2 Naive solution

## 3 Modeling amount of caps and bottles

### 3.1 Vector representation of caps and bottles

$$\begin{bmatrix} a \\ b \end{bmatrix}$$

Will be the vector that represents the bottles and caps such that  $a$  is the amount of bottles, and  $b$  is the amount of caps.

### 3.2 Representation of the bartering system

If we can spend two empty bottles and receive a full drink, that is equivalent to spending two bottles and getting one bottle and one cap. We will represent this operation as the addition of the following vector;

$$\begin{bmatrix} -2 + 1 \\ 1 \end{bmatrix}$$

And since we can drink before we pay, having only one empty bottle is enough to drink.

$$\begin{bmatrix} -1 \\ 1 \end{bmatrix}$$

Using 4 caps can be represented similarly

$$\begin{bmatrix} 1 \\ -4 + 1 \end{bmatrix}$$

Which can simply be evaluated to.

$$\begin{bmatrix} 1 \\ -3 \end{bmatrix}$$

These two operations can be represented geometrically as a translation of a point on a 2 dimensional Cartesian plane. For example, if we start with 5 empty bottles and 5 empty caps, we can trace the motion of the point as following.



## 4 Analysis of the graph

Since having either 1 bottle, or 3 caps is enough to do another transaction, we know from the context of the problem, that the final state must be one of the following points:

$$(0, 0)$$

$$(0, 1)$$

$$(0, 2)$$

Visually, you can already tell that it's impossible to get to the point  $(0, 0)$  unless if you have already started there (sorry mate, you gotta buy some beer to play the game).

You can also tell that you cannot get to  $(0, 1)$ , because that means you came from  $(1, 0)$  through a blue line, but that means you came from  $(0, 2)$  from a red line, which is impossible because  $(0, 2)$  is not enough to continue a transaction.

So already from this graph, you can tell that you will always end up with 2 caps left over (if we ignore the trivial case that you do not buy beer in the first place).

## 5 Algebraic Solution

Let  $\vec{i}$  be the initial state,  $\vec{f}$  be the final state,  $c$  be the number of cap-based transactions, and  $b$  be the number of bottle-based transactions.

$$\begin{aligned}\vec{i} + c \begin{bmatrix} -3 \\ 1 \end{bmatrix} + b \begin{bmatrix} 1 \\ -1 \end{bmatrix} &= \vec{f} \\ c \begin{bmatrix} -3 \\ 1 \end{bmatrix} + b \begin{bmatrix} 1 \\ -1 \end{bmatrix} &= \vec{f} - \vec{i} \\ \begin{bmatrix} -3 & 1 \\ 1 & -1 \end{bmatrix} \begin{bmatrix} c \\ b \end{bmatrix} &= \vec{f} - \vec{i} \\ \begin{bmatrix} c \\ b \end{bmatrix} &= \frac{1}{2} \begin{bmatrix} -1 & -1 \\ -1 & -3 \end{bmatrix} (\vec{f} - \vec{i})\end{aligned}$$

Initially we get the same amount of caps and bottles according to how many drinks  $i$  that we start with.

$$\begin{aligned}\begin{bmatrix} c \\ b \end{bmatrix} &= \frac{1}{2} \begin{bmatrix} -1 & -1 \\ -1 & -3 \end{bmatrix} (\vec{f} - \vec{i}) \\ \begin{bmatrix} c \\ b \end{bmatrix} &= \frac{1}{2} \begin{bmatrix} 1 & 1 \\ 1 & 3 \end{bmatrix} (\vec{i} - \vec{f}) \\ \begin{bmatrix} c \\ b \end{bmatrix} &= \frac{1}{2} \begin{bmatrix} 1 & 1 \\ 1 & 3 \end{bmatrix} i \begin{bmatrix} 1 \\ 1 \end{bmatrix} - \frac{1}{2} \begin{bmatrix} 1 & 1 \\ 1 & 3 \end{bmatrix} \vec{f} \\ \begin{bmatrix} c \\ b \end{bmatrix} &= i \begin{bmatrix} 1 \\ 2 \end{bmatrix} - \frac{1}{2} \begin{bmatrix} 1 & 1 \\ 1 & 3 \end{bmatrix} \vec{f}\end{aligned}$$

**TODO** If we simply make  $\vec{f} = \vec{0}$ , then we don't reach a contradiction even though that's not possible.

The goal is to get as drunk as possible, which is reaching as many transactions as possible, thus we want to maximize  $b+c$  with respect to the elements of  $f$ . The above matrix equation can be represented as the following set of equations.

$$\begin{aligned}c &= \frac{1}{2}(-(f_c - i_c) - (f_b - i_b)) \\ b &= \frac{1}{2}(-(f_c - i_c) - 3(f_b - i_b)) \\ c + b &= \frac{1}{2}(-2(f_c - i_c) - 4(f_b - i_b))\end{aligned}$$

Which can be simplified to:

$$\begin{aligned}c &= \frac{1}{2}(-f_c - f_b + i_c + i_b) \\ b &= \frac{1}{2}(-f_c - 3f_b + i_c + i_b) \\ c + b &= -f_c - 2f_b + i_c + 2i_b\end{aligned}$$

Using the typical optimization with derivatives isn't going to help us here, because the function is linear with respect to both  $f_c$  and  $f_b$ . Instead we can use the constraint that  $c$ ,  $b$ , and  $c + b$  must be natural numbers (in my definition, the natural numbers include 0).

$$\begin{aligned} c &\in \mathbb{N} \\ -f_c - f_b + i_b + i_c &\in 2\mathbb{N} \end{aligned}$$

Since  $i_b = i_c$ ,  $i_b + i_c \in 2\mathbb{N}$

$$\begin{aligned} -f_c - f_b &\in 2\mathbb{Z} \\ f_c + f_b &\in 2\mathbb{N} \end{aligned}$$

Thus, we can say that  $f_c$  and  $f_b$  have the same parity.

## 6 Using the final state of the vector to deduce the amount of drinks drunk

Since two empty bottles can get you a drink and a drink is worth \$2, then that means one bottle is worth \$1. Similarly since four bottle caps can get you a drink and a drink is worth \$2, then that means bottle cap is worth \$0.5.

Since a full drink is consisted of one cap, one bottle, and some drink, we can use simple algebra to deduce that:

$$\text{\$2} = d + \text{\$1} + \text{\$0.5} \tag{1}$$

$$d = \text{\$0.5} \tag{2}$$

the worth of the drink is \$0.5. If we started with \$10 dollars, and we are left with  $a$  bottles and  $b$  caps, then:

$$\text{\$10} = \text{\$0.5}x + \text{\$}a + \text{\$0.5}b \tag{3}$$

$$x = \frac{\text{\$10} - \text{\$}a - \text{\$0.5}b}{\text{\$0.5}} \tag{4}$$